

Metroid Prime 2 Item Locations with Video Number

Hello, I've been playing through Metroid Prime 2 on my youtube Channel, this document was originally used by myself to keep track of the items that I'd collected. Then it was used as a glossary to know where to find specific items in specific areas.

This was not designed to be the ideal order for gathering items, however I may design a more streamlined list in the future

This list can be used to simply help find the location of items, as well as a reference on where to find the video guide on my channel.

I was considering doing a similar list for logbook scans, but I do not know if there is any interest there.

[YouTube.com/@jamesgamesandmore](https://www.youtube.com/@jamesgamesandmore)

This bulk of this Strategy Guide will cover all **Main Items**, **Bosses**, and **Dark Temple Keys**. If at anypoint something is unclear, feel free to leave a comment asking a question, and don't forget about my video guides. If you're having trouble with a specific item or boss, the Index at the end of this document can direct you to the appropriate video.

Introduction

Samus the Bounty Hunter has been contracted to find some missing Federation Trooper Squad Bravo, the game starts out with a mission briefing.

It Reads;

"Mission File 02546,
8 Days ago, communication with Galactic Federation Squad Bravo was Lost.

Contract Agreement:
Locate Federation Troopers and render Assistance

Data Confirmation:
Last Transmission received from a rogue planet located in the Dasha Region called Aether."

After the mission briefing a short cutscene plays. Samus' ship is damaged and she lands on the surface of Aether.

Tutorial

When you take control of Samus, you'll be led through a tutorial that will introduce shooting, lock-on, and scanning. About half way through the tutorial you will find the Map Station for this section of the Temple Grounds in Hive Chamber A. Keep pressing forward and when exiting Hive Chamber A you'll enter a small tunnel with hanging troopers and some crawling Splinters. You don't need to kill the Splinters, but you can if you'd like. At the far end of this small tunnel you'll find a larger room (Command Chamber) with more dead troopers and lots of tech equipment and monitors. Scanning the security panel, the one next to GSCT C. Bennett, will tell you that the system needs power. This will lead into a guided morph ball and morph ball bomb tutorial. After passing GSCT C. Bennett you'll go under some machinery, and after that there will be a small hole straight ahead on the left wall that you can enter with the morph ball. When prompted, use a morph ball bomb to break some debris, then use it again to activate the Bomb Slot in the small room at the end of the tunnel. This Bomb Slot will restore power to the security panel next to GSCT C. Bennet, but before going back we'll need to take out some Dark Troopers. The dark troopers are not strong and mainly serve as a combat tutorial, so use this as an opportunity to familiarize yourself with your various weapons. After taking out all the Dark Troopers, you can scan the security panel from earlier. Scanning the panel will move some machinery and open a path to a couple more Dark Troopers and a new door. This door will lead to a cutscene that shows Dark Samus going through a portal to the dark world and gaining energy from Phazon. Samus' Light Crystal, protecting her from the Dark Aether atmosphere, is destroyed and she's swarmed by Warrior Ing. At the end of the cutscene, it's revealed that many of Samus' weapons and movement systems are offline, leaving us with just the Power Beam, Charge Beam, and Morph Ball.

When you regain control of Samus, go straight forward to a blocked corridor. On the lower right side of this corridor is a morph ball tunnel that we can use to bypass the machinery that's blocking our way. When you come out of the Morph Ball tunnel, you'll be greeted by some more Dark Troopers. After the Dark Troopers you'll be able to access the very first Save Station, it's through a door, directly across from where we entered this room. This Save Station marks the end of the Tutorial!

Missile Launcher

From the first Save Station, go through the door, and then go through another door on your right. This door will lead to an elevator, activate the elevator by scanning the security panel. Enter the hologram to make the elevator rise. When you exit the elevator go straight ahead to an Any-Beam door, on your right you'll pass a machine looking door with a purple hologram on it, we'll come back to this hologram door later. When you go through the Any-Beam door, use the scan visor to scan the panel in front of you to open the locks on the security gate. Lock on to each of the locks and destroy them with a charge beam. Destroying these locks will raise the gate and give you access to the main section of this room. When you go through the gate, straight ahead will be another access panel that we can scan. This one will raise a large crate that was blocking our way through the center of the room. When crossing through our new opening, straight ahead there will be some rocks and platforms that we can use to access the second floor of this room. As you approach the platforms, some Splinters will jump out to fight. After killing the Splinters, head up the platforms to the second floor. On the Second Floor of this room, follow the path until you get to another scannable panel with more locks. Once again destroy the locks and the bridge will fall, giving you access to a door on the other side of the bridge. This door will lead into a tunnel with a dead trooper and a morph ball hole, use the hole to bypass the blockage and get to a door that leads to the Temple Assembly Site. In the Temple Assembly Site, look around for another one of those mechanical doors with the purple hologram on it. When you approach this door, you'll be greeted by more Splinters. Kill the splinters and turn around. Opposite of the mechanical door there should be another scannable control panel. This one will lower one of those large shipping containers, but it gets stuck halfway down. Shoot the cable to make the container fall. Walk across the fallen container and enter the door. This door will lead to another tunnel. Continue down this tunnel until you reach a security gate. Look to your left and you'll see a control system for the gates. Scan the control system with your scan visor to raise the gate in front of you, clearing your way. This will also lower the gate behind you, preventing you from traveling that direction until you find the **Space Jump Boots**. Go through the door past the gate and enter another big room. There's not much we can do in this room right now, so we'll keep pressing forward. Kill some splinters and some Dark Troopers, and enter the door on the far side of the room. This door will lead to a tunnel with another gate, a Growler Class Turret, and more Splinters. Take out the Growler Class Turret and Splinters and there should be a small Morph Ball hole that you can access on the right. This hole leads to a tiny control room with a gate control panel and a dead trooper. Scanning the access panel will restore function to the gate, but a malfunction prevents the gate from opening all the way. You can use the Morph Ball to pass under the partially raised gate, being careful not to get hit by the gate when it closes. Past the malfunctioned gate, a door will lead to the GFMC Compound. Approach the ship and a cutscene will play. It shows the Galactic Federation Troopers setting up camp and being taken out by swarms of Dark Splinters. After the cutscene, look for a large Galactic Federation Ordnance Crate. Use the Charge Beam to destroy the box, and the **Missile Launcher** is inside! After collecting the Missile Launcher, some Dark Splinters will appear. After taking out the Dark Splinters, if you'd like you can obtain the Area Map from the inside of the GFMC Ship. Exit the crashed ship through the broken hole in the side (on the left when you first enter the ship). From the hole in the ship, jump across a gap to a small landing and follow the path to the left. Eventually you'll reach another security panel and a Kinetic Orb Cannon. Scan the security panel on the right to power on the Kinetic Orb Cannon, and then enter the small hologram as the Morph Ball. After launching, go straight ahead through a Red Door. Use the Morph Ball to access the hole on the right, then look up and scan a security panel to activate another Kinetic Orb Cannon. Go through another door, and immediately look left. Shoot a Missile at the curved wall and it should crack. Now go to our third Kinetic Orb Cannon, directly across from the door we came in. The Control Panel for this Kinetic Orb Cannon is directly next to it, slightly covered by rock. This cannon will launch you through the cracked wall. Go through the walkway on the right and into a Morph Ball Track on the right. When you exit the Morph Ball Track, continue to the left and there should be an Any-Beam Door on the right. In this next room, scan the control panel to activate the elevator to the Great Temple.

The Great Temple

From the elevator, go straight ahead and through the door, into another hallway. Some Sandbats will be flying through a hole on the left side of the room. After the Sandbats are gone, you can use the Morph Ball to go through that same hole and access a Save Station. From the Save Station head back through the Morph Ball hole and make a left when exiting. Through the door, we'll enter the Temple Sanctuary. In this room, after a short cutscene, we'll fight more Splinters and some Dark Splinters. After taking out the little guys, the Alpha Splinter will fall from the cocoon on the ceiling. After damaging the Alpha Splinter with a few Charge Beams, it will absorb some dark energy and turn into the Dark Alpha Splinter, the first boss with a health bar!

Boss: Dark Alpha Splinter

The Dark Alpha Splinter is vulnerable to all weapon types and has no periods of invulnerability. I recommend either constantly shooting the Power Beam, but if you'd prefer the Charge Beam or Missiles, those should work too. It has two different attacks; A Charge Attack and a Ranged Attack. When the Dark Alpha Splinter starts building up dark energy, it means that it's about to make a ranged attack. This is signaled by the Dark Alpha Splinter standing still, and the purple energy flowing into the creature's mouth. This attack can easily be dodged by strafing side to side using the jump button while locked on. The Dark Alpha Splinter will always follow a ranged attack with a charge attack. You should be able to dodge both with some ease.

The Main Energy Controller

After Taking out the Alpha Splinter, you'll collect an Unknown Item. With a mechanical hologram door blocking the way you came, there's only one door we're able to go through. Enter that door and take the elevator up to the Main Energy Controller. In here you'll meet a Luminoth named U-Mos. He has a lot to say, but essentially he says that you need to destroy Dark Aether in order to save Light Aether. He also gives you the ability to access devices and doors coded with Violet Holograms.

Morph Ball Bomb

Exit the Main Energy Collector through the door you came in. In the Temple Sanctuary, we can now access the Violet Hologram Door on the right side of the room. Keep pressing on, through the doors, you'll pass some Lightflyers and eventually come to another elevator.

- Bomb Guardian
- Jump Guardian
- Dark Samus (Agon Wastes)
- Amorbis
- Dark Missile Trooper - Optional (Temple Grounds)
- Boost Guardian
- Alpha Blogg
- Grapple Guardian
- Chykka
- Spider Guardian
- Power Bomb Guardian
- Dark Samus (Sanctuary Fortress)
- Caretaker Class Drone
- Quadraxis (Ing Hive)
- Emperor Ing (Sky Temple Grounds)
- Dark Samus (Sky Temple Grounds)

- **Morph Ball Bomb** - Agon Wastes (Agon Temple)
- **Space Jump Boots** - Dark Agon Wastes (Judgement Pit)
- **Dark Beam** - Agon Wastes (Storage D)
- **Light Beam** - Dark Agon Wastes (Ing Cache 1)
- **Dark Suit** - Dark Agon Wastes (Dark Temple)
- **Super Missile** - Torvus Bog (Torvus Temple)
- **Boost Ball** - Dark Torvus Bog (Dark Torvus Arena)
- **Seeker Launcher** - Temple Grounds (Hall of Honored Dead)
- **Gravity Boost** - Torvus Bog (Hydrochamber Storage)
- **Grapple Beam** - Dark Torvus Bog (Sacrificial Chamber)
- **Dark Visor** - Dark Torvus Bog (Dark Torvus Temple)
- **Spider Ball** - Sanctuary Fortress (Dynamo Works)
- **Power Bomb** - Dark Torvus Bog (Undertemple)
- **Echo Visor** - Sanctuary Fortress (Aerie)
- **Screw Attack** - Sanctuary Fortress (Vault)
- **Annihilator Beam** - Ing Hive (Hive Temple)
- **Light Suit** - Great Temple (Main Energy Controller)

Video 1

- Missile Launcher - Temple Grounds (GFMC Compound)

Video 2

- Energy Tank #1 - Temple Grounds (Storage Cavern B)

Video 3

- Missile Expansion #1 - Temple Grounds (Transport to Agon Wastes)
- Missile Expansion #2 - Agon Wastes (Sand Cache)
- Morph Ball Bomb - Agon Wastes (Agon Temple)
- Missile Expansion #3 - Agon Wastes (Portal Access)
- Energy Tank #2 - Agon Wastes (Mining Station Access)

Video 4

- Space Jump Boots - Dark Agon Wastes (Judgement Pit)
- Dark Agon Key #1 - Dark Agon Wastes (Trial Tunnel)
- Missile Expansion #4 - Agon Wastes (Transport Center)

Video 5

- Missile Expansion #5 - Agon Wastes (Command Center)
- Energy Tank #3 - Agon Wastes (Bioenergy Production)

Video 6

- Dark Beam - Agon Wastes (Storage D)
- Missile Expansion #6 - Agon Wastes (Storage B)
- Dark Agon Key #2 - Dark Agon Wastes (Doomed Entry)
- Light Beam - Dark Agon Wastes (Ing Cache 1)

Video 7

- Dark Agon Key #3 - Dark Agon Wastes (Battleground)
- Missile Expansion #7 - Dark Agon Wastes (Ing Cache 4)

Video 8

- **Dark Suit** - Dark Agon Wastes (Dark Temple)

Video 9

- **Missile Expansion #8** - Great Temple (Transport Access B)

Video 10

- **Missile Expansion #9** - Torvus Bog (Forgotten Bridge)
- **Energy Tank #4** - Torvus Bog (Temple Access)
- **Super Missile** - Torvus Bog (Torvus Temple)

Video 11

- **Boost Ball** - Dark Torvus Bog (Dark Torvus Arena)
- **Dark Torvus Key #1** - Dark Torvus Bog (Dark Torvus Arena)
- **Missile Expansion #10** - Torvus Bog (Plaza Access)
- **Energy Tank #5** - Dark Torvus Bog (Cache B)
- **Missile Expansion #11** - Torvus Bog (Portal Chamber)

Video 12

- **Missile Expansion #12** - Torvus Bog (Hydrodynamo Station)
- **Seeker Launcher** - Temple Grounds (Hall of Honored Dead)

Video 13

- **Gravity Boost** - Torvus Bog (Hydrochamber Storage)
- **Dark Torvus Key #2** - Dark Torvus Bog (Undertemple Access)

Video 14

- **Dark Burst** - Agon Wastes (Mining Station B)
- **Missile Expansion #13** - Agon Wastes (Sand Processing)

Video 15

- **Grapple Beam** - Dark Torvus Bog (Sacrificial Chamber)

Video 16

- **Missile Expansion #14** - Torvus Bog (Abandoned Worksite)
- **Dark Torvus Key #3** - Dark Torvus Bog (Venomous Pond)
- **Dark Visor** - Dark Torvus Bog (Dark Torvus Temple)

Video 17

- **Missile Expansion #15** - Torvus Bog (Path of Roots)
- **Missile Expansion #16** - Sky Temple Grounds (Plain of Dark Worship)

Video 18

- **Missile Expansion #17** - Ing Hive (Hazing Cliff)

Video 19

- **Spider Ball** - Sanctuary Fortress (Dynamo Works)

Video 20

- **Missile Expansion #18** - Sanctuary Fortress (Hall of Combat Mastery)
- **Energy Tank #6** - Sanctuary Fortress (Reactor Core)
- **Ing Hive Key #1** - Ing Hive (Culling Chamber)

Video 21

- **Power Bomb** - Dark Torvus Bog (Undertemple)
- **Missile Expansion #19** - Torvus Bog (Training Chamber)

Video 22

- **Echo Visor** - Sanctuary Fortress (Aerie)

Video 23

- Sky Temple Key #1 - Ing Hive (Hive Dynamo Works)
- Ing Hive Key #2 - Ing Hive (Hive Gyro Chamber)

Video 24

- Power Bomb Expansion #1 - Sanctuary Fortress (Sanctuary Entrance)
- Power Bomb Expansion #2 - Sanctuary Fortress (Transit Station)
- Missile Expansion #20 - Sanctuary Fortress (Main Research)

Video 25

- Screw Attack - Sanctuary Fortress (Vault)
- Energy Tank #7 - Sanctuary Fortress (Watch Station Access)

video 26

- Missile Expansion #21 - Ing Hive (Aerial Training)
- Missile Expansion #22 - Sanctuary Fortress (Central Area Transfer W)
- Ing Hive Key #3 - Ing Hive (Aerial Training)
- annihilator beam - Ing Hive (Hive Temple)

video 27

- Power Bomb Expansion #3 - Sanctuary Fortress (Main Gyro Chamber)
- Sunburst - Temple Grounds (Grand Windchamber)
- Energy Tank #8 - Temple Grounds (Windchamber Gateway)

Video 28

- missile expansion #23 - Great Temple (Transport A Access)
- light suit - Great Temple (Main Energy Controller)
- Sky Temple Key #2 - Ing Hive (Hive Entrance)

Video 29

- Missile Expansion #24 - Sanctuary Fortress (Sanc. Map Station)
- Beam Ammo Expansion #1 - Sanctuary Fortress (Watch Station)
- Missile Expansion #25 - Sanctuary Fortress (Sentinel's Path)
- Missile Expansion #26 - Sanctuary Fortress (Temple Access)
- Missile Expansion #27 - Sanctuary Fortress (Dynamo Works)
- Missile Expansion #28 - Agon Wastes (Ventilation Area A)
- Missile Expansion #29 - Agon Wastes (Main Reactor)
- Missile Expansion #30 - Agon Wastes (Storage C)
- Beam Ammo Expansion #2 - Agon Wastes (Central Mining Station)
- Missile Expansion #31 - Agon Wastes (Mining Station A)
- Energy Tank #9 - Agon Wastes (Mine Shaft)
- Missile Expansion #32 - Agon Wastes (Storage A)
- Energy Tank #10 - Agon Wastes (Mining Plaza)

Video 30

- Missile Expansion #33 - Dark Agon Wastes (Crossroads)
- Missile Expansion #34 - Dark Agon Wastes (Junction Site)
- Missile Expansion #35 - Dark Agon Wastes (Warrior's Walk)
- Sky Temple Key #3 - Dark Agon Wastes (Battleground)
- Power Bomb Expansion #4 - Dark Agon Wastes (Feeding Pit)
- Sonic Boom - Dark Agon Wastes (Ing Cache 2)
- Sky Temple Key #4 - Dark Agon Wastes (Dark Oasis)

Video 31

- Missile Expansion #36 - Torvus Bog (Torvus Lagoon)
- Power Bomb Expansion #5 - Torvus Bog (Great Bridge)
- Energy Tank #11 - Torvus Bog (Torvus Plaza)
- Missile Expansion #37 - Torvus Bog (Torvus Grove)
- Missile Expansion #38 - Torvus Bog (Underground Tunnel)

- Energy Tank #12 - Torvus Bog (Meditation Vista)
- Power Bomb Expansion #6 - Dark Torvus Bog (Putrid Alcove)
- Sky Temple Key #5 - Dark Torvus Bog (Poisoned Bog)
- Beam Ammo Expansion #3 - Dark Torvus Bog (Cache A)
- Missile Expansion #39 - Dark Torvus Bog (Undertemple)
- Missile Expansion #40 - Torvus Bog (Gathering Hall)
- Missile Expansion #41 - Dark Torvus Bog (Undertransit One)
- Missile Expansion #42 - Torvus Bog (Transit Tunnel South)
- Sky Temple Key #6 - Dark Torvus Bog (Dungeon)
- Energy Tank #13 - Torvus Bog (Transit Tunnel East)

Video 32

- Power Bomb Expansion #7 - Agon Wastes (Sand Canyon)
- Missile Expansion #43 - Temple Grounds (Hive Chamber A)
- Missile Expansion #44 - Temple Grounds (Hive Chamber B)
- Sky Temple Key #7 - Sky Temple Grounds (Accursed Lake)
- Missile Expansion #45 - Temple Grounds (Temple Assembly Site)
- Power Bomb Expansion #8 - Temple Grounds (Dynamo Chamber)
- Missile Expansion #46 - Temple Grounds (Communication Area)
- Missile Expansion #47 - Temple Grounds (GFMC Compound)
- Energy Tank #14 - Temple Grounds (Fortress Transport Access)
- Beam Ammo Expansion #4 - Sky Temple Grounds (Profane Path)
- Missile Expansion #48 - Sky Temple Grounds (Phazon Grounds)
- Sky Temple Key #8 - Sky Temple Grounds (Ing Reliquary)
- Missile Expansion #49 - Sky Temple Grounds (War Ritual Grounds)
- Sky Temple Key #9 - Sky Temple Grounds (Defiled Shrine)

Items by Type

The Main Items, Dark Temple Keys, and Sky Temple Keys are all that's required for the story progression, however I'd recommend getting most of the Energy Tanks and all of the Beam Ammo Expansions in order to effectively fight the final boss.

Main Items

- Missile Launcher - Temple Grounds (GFMC Compound)
- Morph Ball Bomb - Agon Wastes (Agon Temple)
- Space Jump Boots - Dark Agon Wastes (Judgement Pit)
- Dark Beam - Agon Wastes (Storage D)
- Light Beam - Dark Agon Wastes (Ing Cache 1)
- Dark Suit - Dark Agon Wastes (Dark Temple)
- Super Missile - Torvus Bog (Torvus Temple)
- Boost Ball - Dark Torvus Bog (Dark Torvus Arena)
- Seeker Launcher - Temple Grounds (Hall of Honored Dead)
- Gravity Boost - Torvus Bog (Hydrochamber Storage)
- Grapple Beam - Dark Torvus Bog (Sacrificial Chamber)
- Dark Visor - Dark Torvus Bog (Dark Torvus Temple)
- Spider Ball - Sanctuary Fortress (Dynamo Works)
- Power Bomb - Dark Torvus Bog (Undertemple)
- Echo Visor - Sanctuary Fortress (Aerie)
- Screw Attack - Sanctuary Fortress (Vault)

- **Annihilator Beam** - Ing Hive (Hive Temple)
- **Light Suit** - Great Temple (Main Energy Controller)

Temple Keys

- **Dark Agon Key #1** - Dark Agon Wastes (Trial Tunnel)
- **Dark Agon Key #2** - Dark Agon Wastes (Doomed Entry)
- **Dark Agon Key #3** - Dark Agon Wastes (Battleground)
-
- **Dark Torvus Key #1** - Dark Torvus Bog (Dark Torvus Arena)
- **Dark Torvus Key #2** - Dark Torvus Bog (Undertemple Access)
- **Dark Torvus Key #3** - Dark Torvus Bog (Venomous Pond)
-
- **Ing Hive Key #1** - Ing Hive (Culling Chamber)
- **Ing Hive Key #2** - Ing Hive (Hive Gyro Chamber)
- **Ing Hive Key #3** - Ing Hive (Aerial Training)
-
- **Sky Temple Key #1** - Ing Hive (Hive Dynamo Works)
- **Sky Temple Key #2** - Ing Hive (Hive Entrance)
- **Sky Temple Key #3** - Dark Agon Wastes (Battleground)
- **Sky Temple Key #4** - Dark Agon Wastes (Dark Oasis)
- **Sky Temple Key #5** - Dark Torvus Bog (Poisoned Bog)
- **Sky Temple Key #6** - Dark Torvus Bog (Dungeon)
- **Sky Temple Key #7** - Sky Temple Grounds (Accursed Lake)
- **Sky Temple Key #8** - Sky Temple Grounds (Ing Reliquary)
- **Sky Temple Key #9** - Sky Temple Grounds (Defiled Shrine)

Energy Tanks (14)

- **Energy Tank #1** - Temple Grounds (Storage Cavern B)
- **Energy Tank #2** - Agon Wastes (Mining Station Access)
- **Energy Tank #3** - Agon Wastes (Bioenergy Production)
- **Energy Tank #4** - Torvus Bog (Temple Access)
- **Energy Tank #5** - Dark Torvus Bog (Cache B)
- **Energy Tank #6** - Sanctuary Fortress (Reactor Core)
- **Energy Tank #7** - Sanctuary Fortress (Watch Station Access)
- **Energy Tank #8** - Temple Grounds (Windchamber Gateway)
- **Energy Tank #9** - Agon Wastes (Mine Shaft)
- **Energy Tank #10** - Agon Wastes (Mining Plaza)
- **Energy Tank #11** - Torvus Bog (Torvus Plaza)
- **Energy Tank #12** - Torvus Bog (Meditation Vista)
- **Energy Tank #13** - Torvus Bog (Transit Tunnel East)
- **Energy Tank #14** - Temple Grounds (Fortress Transport Access)

Missile Expansions (49)

- **Missile Expansion #1** - Temple Grounds (Transport to Agon Wastes)
- **Missile Expansion #2** - Agon Wastes (Sand Cache)
- **Missile Expansion #3** - Agon Wastes (Portal Access)
- **Missile Expansion #4** - Agon Wastes (Transport Center)
- **Missile Expansion #5** - Agon Wastes (Command Center)
- **Missile Expansion #6** - Agon Wastes (Storage B)
- **Missile Expansion #7** - Dark Agon Wastes (Ing Cache 4)
- **Missile Expansion #8** - Great Temple (Transport Access B)
- **Missile Expansion #9** - Torvus Bog (Forgotten Bridge)
- **Missile Expansion #10** - Torvus Bog (Plaza Access)
- **Missile Expansion #11** - Torvus Bog (Portal Chamber)
- **Missile Expansion #12** - Torvus Bog (Hydrodynamo Station)
- **Missile Expansion #13** - Agon Wastes (Sand Processing)
- **Missile Expansion #14** - Torvus Bog (Abandoned Worksite)
- **Missile Expansion #15** - Torvus Bog (Path of Roots)

- Missile Expansion #16 - Sky Temple Grounds (Plain of Dark Worship)
- Missile Expansion #17 - Ing Hive (Hazing Cliff)
- Missile Expansion #18 - Sanctuary Fortress (Hall of Combat Mastery)
- Missile Expansion #19 - Torvus Bog (Training Chamber)
- Missile Expansion #20 - Sanctuary Fortress (Main Research)
- Missile Expansion #21 - Ing Hive (Aerial Training)
- Missile Expansion #22 - Sanctuary Fortress (Central Area Transfer W)
- Missile expansion #23 - Great Temple (Transport A Access)
- Missile Expansion #24 - Sanctuary Fortress (Sanc. Map Station)
- Missile Expansion #25 - Sanctuary Fortress (Sentinel's Path)
- Missile Expansion #26 - Sanctuary Fortress (Temple Access)
- Missile Expansion #27 - Sanctuary Fortress (Dynamo Works)
- Missile Expansion #28 - Agon Wastes (Ventilation Area A)
- Missile Expansion #29 - Agon Wastes (Main Reactor)
- Missile Expansion #30 - Agon Wastes (Storage C)
- Missile Expansion #31 - Agon Wastes (Mining Station A)
- Missile Expansion #32 - Agon Wastes (Storage A)
- Missile Expansion #33 - Dark Agon Wastes (Crossroads)
- Missile Expansion #34 - Dark Agon Wastes (Junction Site)
- Missile Expansion #35 - Dark Agon Wastes (Warrior's Walk)
- Missile Expansion #36 - Torvus Bog (Torvus Lagoon)
- Missile Expansion #37 - Torvus Bog (Torvus Grove)
- Missile Expansion #38 - Torvus Bog (Underground Tunnel)
- Missile Expansion #39 - Dark Torvus Bog (Undertemple)
- Missile Expansion #40 - Torvus Bog (Gathering Hall)
- Missile Expansion #41 - Dark Torvus Bog (Undertransit One)
- Missile Expansion #42 - Torvus Bog (Transit Tunnel South)
- Missile Expansion #43 - Temple Grounds (Hive Chamber A)
- Missile Expansion #44 - Temple Grounds (Hive Chamber B)
- Missile Expansion #45 - Temple Grounds (Temple Assembly Site)
- Missile Expansion #46 - Temple Grounds (Communication Area)
- Missile Expansion #47 - Temple Grounds (GFMC Compound)
- Missile Expansion #48 - Sky Temple Grounds (Phazon Grounds)
- Missile Expansion #49 - Sky Temple Grounds (War Ritual Grounds)

Power Bomb Expansions (8)

- Power Bomb Expansion #1 - Sanctuary Fortress (Sanctuary Entrance)
- Power Bomb Expansion #2 - Sanctuary Fortress (Transit Station)
- Power Bomb Expansion #3 - Sanctuary Fortress (Main Gyro Chamber)
- Power Bomb Expansion #4 - Dark Agon Wastes (Feeding Pit)
- Power Bomb Expansion #6 - Dark Torvus Bog (Putrid Alcove)
- Power Bomb Expansion #7 - Agon Wastes (Sand Canyon)
- Power Bomb Expansion #8 - Temple Grounds (Dynamo Chamber)

Beam Ammo Expansion (4)

- Beam Ammo Expansion #1 - Sanctuary Fortress (Watch Station)
- Beam Ammo Expansion #2 - Agon Wastes (Central Mining Station)
- Beam Ammo Expansion #3 - Dark Torvus Bog (Cache A)
- Beam Ammo Expansion #4 - Sky Temple Grounds (Profane Path)

Optional Weapons (3)

- Dark Burst - Agon Wastes (Mining Station B)
- Sunburst - Temple Grounds (Grand Windchamber)
- Sonic Boom - Dark Agon Wastes (Ing Cache 2)

Boss Index

Dark Alpha Splinter

Location: Temple Sanctuary (Great Temple)

Vulnerability: All

Attacks: Charge Attack, Ranged Spit Attack

Reward: Unknown Item

The Dark Alpha Splinter is vulnerable to all weapon types and has no periods of invulnerability. I recommend constantly shooting the Power Beam, but if you'd prefer the Charge Beam or Missiles, those should work too. It has two different attacks; A Charge Attack and a Ranged Attack. When the Dark Alpha Splinter starts building up dark energy, it means that it's about to make a ranged attack. This is telegraphed by the Dark Alpha Splinter standing still, and the purple energy flowing into the creature's mouth. This attack can easily be dodged by strafing side to side using the jump button while locked on. The Dark Alpha Splinter will always follow a ranged attack with a charge attack. You should be able to dodge both with some ease.

- Bomb Guardian
- Jump Guardian
- Dark Samus (Agon Wastes)
- Amorbis
- Dark Missile Trooper - Optional (Temple Grounds)
- Boost Guardian
- Alpha Blogg
- Grapple Guardian
- Chykka
- Spider Guardian
- Power Bomb Guardian
- Dark Samus (Sanctuary Fortress)
- Caretaker Class Drone
- Quadraxis (Ing Hive)
- Emperor Ing (Sky Temple Grounds)
- Dark Samus (Sky Temple Grounds)